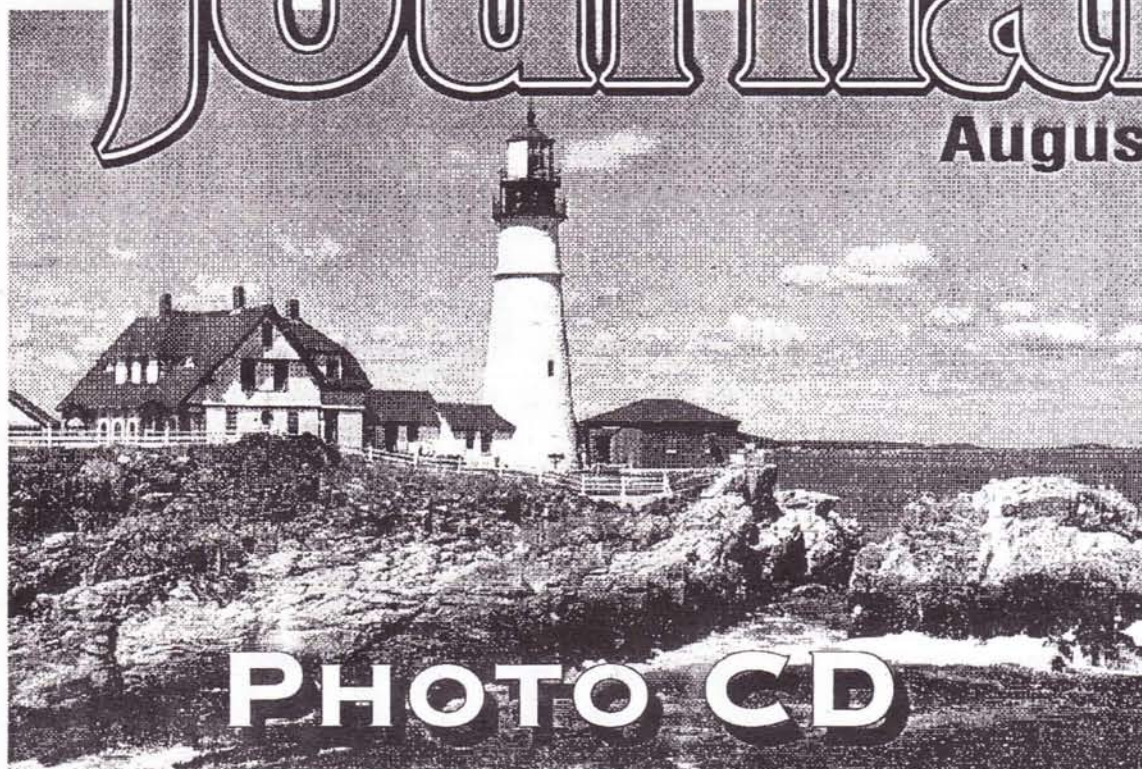


San Leandro Computer Club Journal

August 1993



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San Leandro, CA 94577-0374

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Falcon Compatibility List

by Steven Elliot

Here is my Falcon030 compatibility list so far:

<u>Title</u>	<u>Falcon?</u>	<u>Comments</u>
3D Pool	Yes	Fboot
50Hz Boot Program	Yes	
AV8B Harrier Assault	Yes	
Alchemy Jr.	Yes	
Archer Macleans Pool	Yes	Fboot
Band in a Box	Yes	No MTOS
Battle for the Throne	Yes	
Battletech	Yes	
Battlezone	Yes	
Borodino	Yes	Fast
Boulderdash	Yes	
Breach	Yes	
Buggy Boy	Yes	Fboot
Calamus SL	Yes	
Carrier Command	Yes	Backward
Civilization	Yes	Mixed Colors
Cloud Kingdoms	Yes	Fboot
Computer Guide to the Solar System	Yes	Fast
Crack Art	Yes	No Block Rotate
Crackdown	Yes	Fboot
Crash Garrett	Yes	
Crossword Creator II	Yes	
Cryptographer	Yes	
Crystal Castles	Yes	
Cubase	Yes	ver. 3.02
Cyber Color	Yes	No MTOS
Cyber Sculpt	Yes	
Cyberdrome	Yes	
D-Term	Yes	
DataManager ST	Yes	
DataTrieve	Yes	
Demolition Man	Yes	
Demon's Winter	Yes	
Devpac 3	Yes	
Diamond Back II	Yes	
Diamond Back III	Yes	
Dr. Zock	Yes	Too Fast
Drachen	Yes	
Dragon Breed	Yes	Fboot
Dungeon Master	Yes	
Easy Draw	Yes	3.0
Elite	Yes	Fboot
Extensor	Yes	Mixed Colors

<u>Title</u>	<u>Falcon?</u>	<u>Comments</u>
F-19	Yes	Backward
FTL Modula-2	Yes	
Fire Brigade	Yes	Fast
Formula One Gran Prix	Yes	Fboot
G+Plus	Yes	ver. 1.5
GFA Basic 3.5	Yes	
Gauntlet 2	Yes	Fboot
Ghosts & Goblins	Yes	Fboot
Gods (Demo)	Yes	Fboot
Great Battles	Yes	
Harlekin 2	Yes	
Hawkeye	Yes	Fboot
Heroes of the Lance	Yes	
HiSoft Basic 2	Yes	
HiSoft C	Yes	
HiSpeed Pascal	Yes	
Hole in One	Yes	Screen is Shifted
Home Casino	Yes	
Hoyle's Book of Games I	Yes	Fest!
Hunter	Yes	Fboot
Interlink	Yes	
Ishar	Yes	
Jet	Yes	
Journey to the Center of the Earth	Yes	Fast
Kick Off 2	Yes	Fboot - Too Fast
Klondike	Yes	
Knife ST	Yes	
Knights of the Sky	Yes	Fboot - Fast
Kong	Yes	Backward
Lattice C	Yes	
Life and Death	Yes	
Mad Dog Williams	Yes	
Mig 29 Super Fulcrum	Yes	Fboot
Mission Genocide	Yes	Too Fast
Mom & Me	Yes	
Moon Patrol	Yes	
Moonlord	Yes	
Moonshine Racers	Yes	Fboot - Fast
Music Studio '88	Yes	
Nigel Mansell's World Championship	Yes	Fboot
Nitro	Yes	Fboot
No Second Prize	Yes	Fboot
Northstar	Yes	
Oo-Topos	Yes	
Overlord	Yes	

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<u>Title</u>	<u>Falcon?</u>	<u>Comments</u>
P47	Yes	Fboot
Pacmania	Yes	Fboot
Paladin	Yes	
Parasol Stars	Yes	Fboot
Pawn, The	Yes	
Phantasie III	Yes	
Phoenix	Yes	MTOS
Plutos	Yes	
Prism Paint	Yes	No MTOS
Psion Chess	Yes	
Puzzle Pack	Yes	
Quartz	Yes	Fboot
R-Type	Yes	Fboot
Rayoid	Yes	
Risk	Yes	Fast
Risky	Yes	2 color
Robotron 2084	Yes	
Robozone	Yes	Fboot
Rogue	Yes	
ST Shuffleboard	Yes	
ST Vegas	Yes	
Scrabble Deluxe	Yes	Fast
Shadowlord	Yes	
Sim City	Yes	Fast
Space War 2400	Yes	
Speedball	Yes	
Speedball 2	Yes	Fboot
Spider-Man	Yes	Scott Adams
Star Fleet I	Yes	
StarQuake	Yes	
Starglider 2	Yes	Fboot
Steel Empire	Yes	
Stone Age Deluxe	Yes	
Stratego	Yes	50Hz
Sudden View	Yes	
TV Sports Football	Yes	
Tempus 2	Yes	
Their Finest Hour - The Battle of Britain	Yes	Bombs On Exit
Time Bandits	Yes	
Total Eclipse	Yes	
Trail Blazer II	Yes	
Transarctica	Yes	
True Paint	Yes	
U.N. Squadron	Yes	Fboot
UMS	Yes	Fast!
UMS II	Yes	No Color - Confusing
Ultimate Virus Killer	Yes	



<u>Title</u>	<u>Falcon?</u>	<u>Comments</u>
Universe III	Yes	Fboot
Virus	Yes	
WERCS	Yes	
War in Middle Earth	Yes	
Wargame Construction Set	Yes	
Wonderland	Yes	
Word Search Creator	Yes	
Xevious	Yes	Mixed Colors
Zany Golf	Yes	Bombs On Exit to Scorecard
Airball	No	2.3
Aquanaut	No	
Archipelagos	No	
Arctic Fox	No	
Arkanoid	No	
Atari Planetarium	No	
Barbarian	No	
Battle Hawks 1942	No	
Bionic Commando	No	
Breach 2	No	
Captain Blood	No	
Cards	No	
Challenge Golf	No	
Chronos	No	
Clue Master Detective	No	
Cosmic Pirate	No	
Cybernoid II	No	
Debut	No	
Defender of the Crown	No	
Desolator	No	
Easy Draw	No	
Eden Blues	No	
Eliminator	No	
Empire Strikes Back	No	1.6
Epic	No	
F-15 Strike Eagle	No	
F-29 Retaliator	No	
Falcon	No	
Fighter Bomber	No	
Flash	No	
Gnome	No	
Gobliiins	No	
Gods	No	
Gold of the Americas	No	
Granshot	No	
Great Gianna Sisters, The	No	
Gridiron	No	

<u>Title</u>	<u>Falcon?</u>	<u>Comments</u>
Gunship	No	
Hardball!	No	
High Roller	No	
Hostage	No	
Hotshot	No	
IK +	No	
Indiana Jones	No	
Infestation	No	
John Lowe's Ultimate Darts	No	
Knightmare	No	
Leatherneck	No	
M1 Tank Platoon	No	
Mean 18	No	
Menace	No	
Midwinter II	No	
Millenium 2.2	No	
Missile Command	No	
Motorhead	No	
Nebulous	No	
Oids	No	
Onslaught	No	
Paperboy	No	
Pegammon	No	
Populous	No	
Populous II	No	
Power Monger	No	
Quest for the Time Bird	No	
Rainbow Islands	No	
Revenge of the Mutant Camels	No	
Rick Dangerous	No	
Rock 'N' Roll	No	
ST Aladdin	No	
STalker	No	
STetris	No	
Sherman M-4	No	
Shufflepuck Cafe	No	
Skulldiggery	No	
Skyfox	No	
Snowball Fight	No	
Sorry!	No	
Space Crusade	No	
Space Racer	No	
Special Forces	No	
Speed Buggy	No	
Star Ray	No	
Starflight	No	
Starglider	No	

<u>Title</u>	<u>Falcon?</u>	<u>Comments</u>
Street Fighter	No	
Sundog	No	
Super Cycle	No	
Tanglewood	No	
Tunesmith	No	
Typhoon Thompson	No	
Ultima III	No	
Universe II	No	
Uridium	No	
Vindicators	No	

Please send me your updates! I will be updating this list on a regular basis!

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OUR 8-BIT DISKS

by Bob Scholar SLCC 8-bit Software Chairman

SLCC1108 - AUGUST 1993

General Comments

This disk has four text and \$DOC files. All but one are in "40" column format (actually 37 columns) - ready to be printed with PRINTSTAR. The DOC for Calendar is in 70 columns.

D.O.M. Summary

There are 9 main programs on this D.O.M. Five Games; two UTILities; one PICTURE program with 14 PIC and other files; and one information text file which could be considered as Tutorial or Educational.

Contents - Disk #1108:

FRONT:-

BEACH.BAS- Game (Txt/ADV)- for one player. (Intro. to BEACH.GAM).
CALENDAR.COM (& DOC)- UTIL; creates a calendar/organizer/database.
CITADEL.BAS-Game, fast action for 1
FOGGER.BAS- UTIL to improve text.
NERVE.BAS word Game for 1-8 players

BACK:-

FADERII- PICTURE viewer for MIC or PIC files. Autorun to use. Has DOC; auxiliaries & 11 pictures.
QT.BAS- Game- 1 J/S; has 18 levels.
SCRAMBLE.BAS- word Game for 1 or 2.
TPATASCI.TXT- Article from OHAUG's 5,6/93 newsletter. J. McGowan on printing text with ATASCII chars.

Program Details

BEACH.BAS (Beachcomber)- a BASIC TEXT/ADV. by J. G. Ullman, - published in ANTIC's 10/11- 1989 issue. It has instructions and a short scenario for playing BEACH.GAM. It's one of three prize winners in a contest, based on an 'Adventure maker' TUT'l. + DEMO by DAVID Woolley, - which appeared in the 4/89 Issue. FUSEBOX.BAS (SLCC #0911) was another winner. We'll publish the 4/89 TUTORIAL+DEMO (BARNABY.BAS) and

the third prizewinner- (ADVENT.BAS or "The Discovery Incident", - also by D. Woolley, himself) in future DOMs.

CALENDAR.COM (UTIL.) by Benjamin Bartels, - a M/Lang. database calendar creator and organizer from the ABACUS library. It has two data files and a very complete DOC. in 70 col. format! Print it out with your favorite Word Processor! It works well with any DOS -including SPARTA-X.

CITADEL.BAS- a fast action Game by Heath Lawrence is from ANTIC, June 1987. You have a maneuverable energy shield to catch 'Pneumonium' bombs as they drop, randomly, one by one, from a rack at the top of the screen. You select a skill level (1-3) with your JoyStick. In level 1 the bombs start moving erratically at higher altitude so they're easier to catch. Each one is worth five points, and clearing a whole rack earns 25 bonus points. To pause/continue use [CTRL][I]. Miss 5 bombs, and you've lost! H. Lawrence also wrote VECTRON and CLIFFHANGER; - both are on SLCC #1012.

FADERII is a PICTURE UTILITY by Patrick L. Dell'Era- from ANTIC 5/85- and this disk's main feature. It's an enhanced version of a M/L program by J.P. Grande that displays both \$.PIC and \$.MIC files, in a timed fashion: dissolving one into another. It's on the back of this disk as AUTORUN.SYS, with 14 other files (11 are PICs) all explained in FADER.DOC. The cartoons (7 total) are the "B.C." comic strip from the 10/28/1984 SF Examiner. The other 4 PICs were chosen to show the quality and ability of this program. If you use it, - note that it displays files in their order on the disk.

FOGGER.BAS (S.F. Fogger) a UTIL. by Charles Jackson is another version of Robert Gunning's "FOG INDEX"- plus a good deal more. It's from ANTIC's Feb. 1987 issue. It calculates 3 text

readability Indices;- the Fog, Smog & Flesch Indexes. (There is also an ST version in the same issue!). All you need to do is enter the name of your ASCII text file, and Fogger does the rest. It also counts the sentences & words in your file. Read the article and check the references. SLCC #1101 has a similar program- LOSTFOG.BAS.

NERVE.BAS (The Nerve Game) is a competitive word game, for as many as 8 players. Each player can have their own time limit (15 to 99 seconds per turn), so younger players and slower typists have a fair chance. Players must fill 8 puzzle cards in the least number of turns! Letters are from 12 dice rolled by the player. Spaces to be filled (in crossword fashion) are shown by a large dot. The nerve part of the game occurs after completing a card;- players decide whether to stop the turn or go on. Going on can mean risking all the finished cards. When each turn ends the players check each other and accept or challenge! Jason Strautman wrote the program which was published in ANTIC (12/89-1/90).

QT.BAS is an arcade action Game with 3 screens, - 6 levels each. For 1 player & J/S. QT is the little bird. By Brian McWilliams, - it's from ANTIC for January 1985.

SCRAMBLE.BAS is a 1 or 2 player word Game with J/S(s)- on a 5x5 grid. Players compete simultaneously on two grids. Words must have 3-10 adjacent letters. [SELECT] sets the goal. For final review, - push J/S left or right to accept or reject words. It's by F. Neil Simms, from ANTIC for 1/1985.

TPATASCI.TXT is from an article by J.S. McGowan in OHAUG's newsletter for 5,6/1993. He explains how to use TP (TEXTPRO) with "6:" (see SLCC disk #0906) to print text with Atari Ascii (ATASCII) characters. [Print-Tool on disk #1107, also does this:- rrs]

PRINT TEXT WITH ATASCII CHARACTERS

by John Sebastian McGowan- from OHAUG Newsletter for May, June- 1993

A user on GEnie wanted a program that would print with Atascii fonts. I know of one combination (maybe two) that works. This describes one:-

If you have an Epson compatible printer and want a full featured word processor that will enable you to print out documents as they appear on screen (with ATASCII fonts), there is a combination that will work.

The word processor is TextPro Ver 4.54 (NOT 4.56 or 5) and ONLY the regular version (NOT LoMem or XE versions) along with Analog's "G:" Device handler and Atari Dos.

TP454 uses ONLY hiememory (and respects the loemem pointer) (except when using something like SpartaDos... I "suspect" that the access to subdirectories and Sparta directories does NOT respect LoMem). The LoMem version of TP454, TP456 and TP5 all use some low memory.

Analog's "G:" was a software routine that would add a device (called "G:") to which one could print out text (using the Atascii font in memory). It lives in LoMemory and updates the LoMem pointer, and is, therefore, compatible with the standard ver. of TP454 & Atari Dos.

IF one first loads Analog's G: device and then runs TP454, one can print to "G:" and print out with whatever font one has loaded as TEXTPRO.FNT (to print to "G:" from TP, just use CTRL-P and backspace over the "P:" and change it to "G:" or "G3:" if one wants wide, 40 column, printing) (G:=80+ column lines:: G2:=40 column lines, narrow print - narrow but as it appears on screen:: G3:=40 column wide print:: G4:=60 column wide print)

Sounds good;- what if you want to change fonts? While TP456 and TP5 allow this, TP454 does not. However, I have written a ML addition to TP454 that allows a new font to be loaded into TP454 without exiting TP. (You may find this file up as TPFNTLOD.ARC on a BBS, or the name may be

something close to this). The easiest way to set up a disk for this is to create an Atari format disk (say, DOS 2.0) and copy TextPro to it (use file name TP454) and Analog's "G:" handler (with the name G.COM) and the font-loader routine. Now rename G.COM to AUTORUN.SYS and delete DUP.SYS. Then rename TP454 to DUP.SYS and boot without Basic.

This will load the G: handler (AUTORUN.SYS) and THEN go to DUP.SYS (which is TP) (NOTE: If you want to exit to DOS, you will have to put a disk in drive one which has a REAL DUP.SYS on it!). Thus you are in TP with the G: device loaded (but TP has so many DOS commands accessible from its Dos interface menu that you will probably not need to exit to DOS).

You can use the fontloader routine to load a new font and print to "G:" or "G3:" for a printout using it.

A couple of points. Inverse characters are treated by TP as commands... so if you want a listing of a basic programme which has non-Ascii codes (say inverses), SAVE the file to "G:" (this will not allow formatting as to length of lines, but will allow the inverse codes to be printed rather than treated as TP control codes: IF YOU INSERT CRs=CHR\$(155)'s AT THE ENDS OF THE LINES, THE FILE WILL BE FORMATTED BY LINE, BUT YOU WILL HAVE TO HAVE THE CRs IN THE FILE IF YOU WANT TO SAVE TO "G:" AND THUS BE ABLE TO PRINT INVERSE CHARACTERS!). CHR\$(0) will be printed as either a blank or a dot (rather than a heart) depending upon whether or not you have turned on the command (in TP) to show CHR\$(0)'s (false spaces).

Default line spacing is 1/9 inch (so vertical characters that touch on the screen touch on the printout). To change this requires opening the "G:" with a different auxilliary number, which can be done, say from Basic, but canNOT be done from TP. HOWEVER if you use an ESC-2 Epson compatible

(which demands an extra ESC-2 code) the printout will be at 1/6 inch spacing from TP to correct this, load the G: handler into TP and change the ESC-A-CTRL_H to ESC-3-CTRL_X which changes 8/72 inch to 24/216 inch and works with more printers!

Example: configure TP to 99 lines per page (say, with a bottom margin at 94) and print to "G:" to get a print out that looks like the screen (but with more characters per line if you haven't put in CRs). This will allow you to print text to "G:" or "G3:" and have a printout of your screen, just as it shows up on the screen! (for printing to G:, inverse characters cannot be used).

While Antic had programs, say, to printout inserts for Cassette tapes (using Atascii fonts), using a template (and TP's INPUT macro) would enable one to print such from TP.

Creating a font, say, with map symbols, and setting up macros to print various symbols (using graphic characters from the new font) or combinations thereof (one might need to print two characters abutting in order to show a wide symbol, or vertically adjacent, and this can be done with a macro key stroke), would enable one to create a macro file that would enable one to create maps (or circuit diagrams or house planning routines or flow charts) which would print out (set up a CTRL-P macro to SAVE - in order to show inverse characters if they are needed - to "G3:", say) to give a dump of the screen to the printer.

+--++

A combination of TP454, Analog's "G:" and my font loader routines for TP454 will give you a full-featured word processor which prints Atascii fonts!

Actually, I use DD3 so do not need such printing, but I've used it in the past. =END=

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A combination of TP454, Analog's "G:" and my font loader routines for TP454 will give you a full-featured word processor which prints Atascii fonts!

Actually, I use DD3 so do not need such printing, but I've used it in the past. =END=

Photo CD And Thee

Yes, you can load Photo CD images into your very own AtariST/TT/Falcon computer. But don't be suprised if everything doesn't go like clockwork.

You need:

- A Photo CD compatible CD-ROM Drive. – You will likely end up with Photo CD disks which have been written to at various times so you should have a "Multisession" CD-ROM.

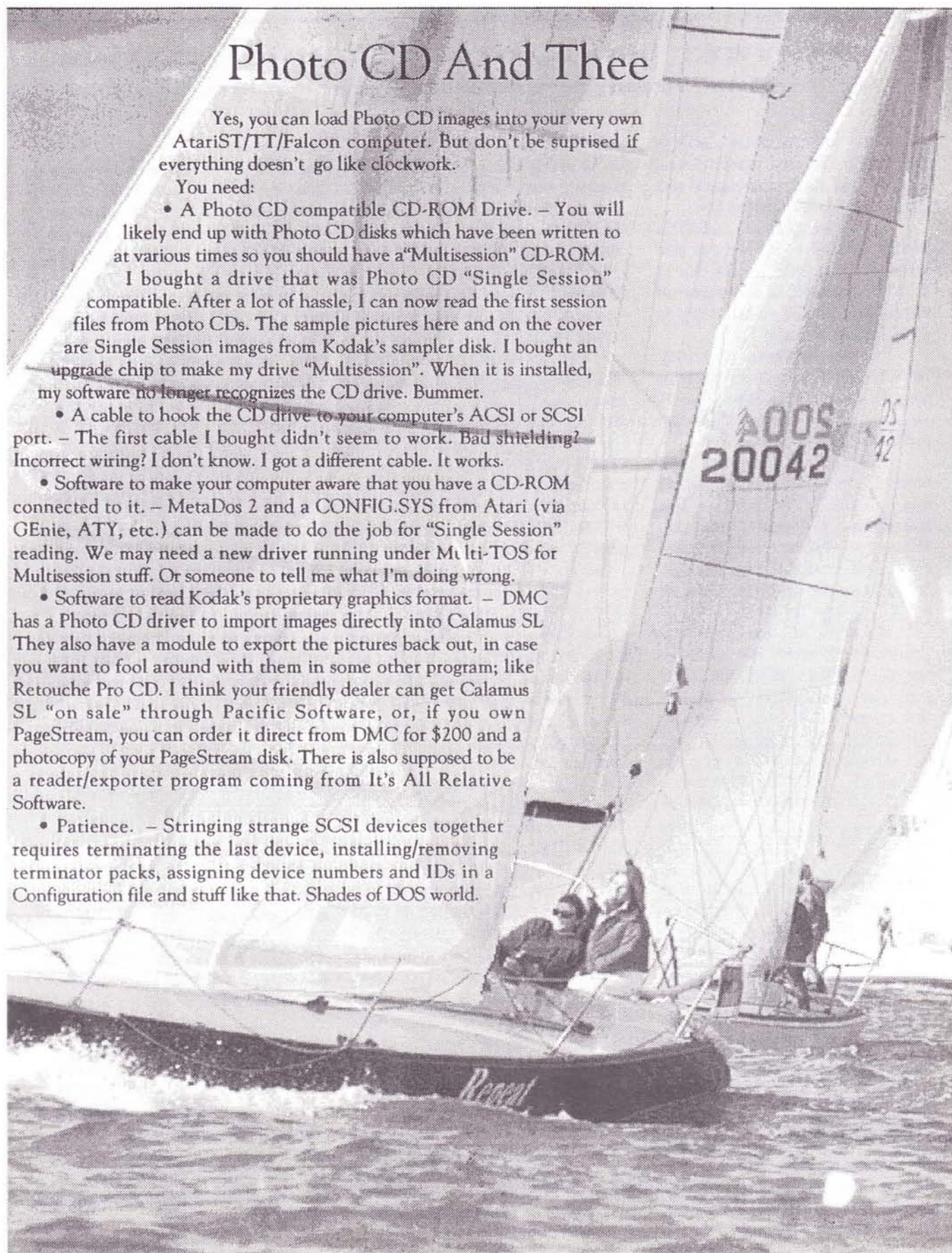
I bought a drive that was Photo CD "Single Session" compatible. After a lot of hassle, I can now read the first session files from Photo CDs. The sample pictures here and on the cover are Single Session images from Kodak's sampler disk. I bought an upgrade chip to make my drive "Multisession". When it is installed, my software no longer recognizes the CD drive. Bummer.

- A cable to hook the CD drive to your computer's ACSI or SCSI port. – The first cable I bought didn't seem to work. Bad shielding? Incorrect wiring? I don't know. I got a different cable. It works.

• Software to make your computer aware that you have a CD-ROM connected to it. – MetaDos 2 and a CONFIG.SYS from Atari (via GENie, ATY, etc.) can be made to do the job for "Single Session" reading. We may need a new driver running under Multi-TOS for Multisession stuff. Or someone to tell me what I'm doing wrong.

• Software to read Kodak's proprietary graphics format. – DMC has a Photo CD driver to import images directly into Calamus SL. They also have a module to export the pictures back out, in case you want to fool around with them in some other program; like Retouche Pro CD. I think your friendly dealer can get Calamus SL "on sale" through Pacific Software, or, if you own PageStream, you can order it direct from DMC for \$200 and a photocopy of your PageStream disk. There is also supposed to be a reader/exporter program coming from It's All Relative Software.

• Patience. – Stringing strange SCSI devices together requires terminating the last device, installing/removing terminator packs, assigning device numbers and IDs in a Configuration file and stuff like that. Shades of DOS world.



Moran's Minutes

The meeting was called to order by El Supremo #1 Jim Hood at exactly 8:00 PM. All Officers were present except Vice President Peter Chen who is in Las Vegas spending his leftover campaign funds from the latest club elections. It is rumored that Peter paid as much as \$1.97 for his very large winning margin.

As is fitting with a new big shot President taking over many good things seem to be happening in Atari land. You will remember we told you Bob Brodie was sent out in a rowboat to get the Falcon computers, well he rowed into the Port of Oakland with a whole boat load of them. Alex from ATY was waiting dockside for him with a moving van and now has a rumored 591 Falcons for sale. (Only a few smell of seaweed.)

El Supremo #1 gave his blessing to a PC SIG and as soon as the treasurer springs with some funds the club will purchase a new Colored Pentium Laptop with a 27 inch screen for the SIG to use. More on the PC SIG later. Tonight the ST Floppy of the Year will be demonstrated by Glenn Fowler. Last but not least it was announced we are to have a guest speaker next month on Marcel a word processing program.

Marvin Healy reported on some major problems when using the Cheeta backup program on the new Falcon, before using Cheeta seek some expert advice. Marvin also discussed the new floptical drive, (21 Megs on a 3.5" disk) it appears to work great and he recommends it to all. The only problem he has run into is the floptical can read all 3.5" disks, but of regular density only none of the special extended formats can be read.

El Supremo #1 said he has had some luck getting his new Photo CD to work with his TT, but the drivers still need work.

There was another report that the AC Speed PC emulation board plugs into the Falcon with no problem.

There were questions on an 8 Bit cartridge to disk program and another on a math program for the ST to convert American yards and feet to meters.

Our 8 Bit software librarian Bob Scholar demonstrated the July Floppy that contains the usual mix of good programs games and utilities. The game zonex was rather interesting. Bob's write up in the Journal covers the Floppy contents with much detail for those interested.

The really big deal of the evening was the 16 Bit Floppy of the month or Year or something. Glenn Fowler has put this disk together and agreed to show it off. Well, all I can say is I hope he can count our money better than he can race motorcycles or play pool or even play a kids puzzle game. Perhaps we could find a six year old to substitute for Glenn?

After all the forgoing excitement the evening's raffle was as expected a letdown for a couple of reasons both Presidents or ex -- Presidents. The last one we had was as crooked as a dogs hind leg and the one we have now taught him how to be that way, and tonight they were both involved. The upshot was of course the raffle was double crooked. Oh well you can't say I didn't warn you.

Being no further business the meeting was adjourned at 9:45 PM.

Laughingly submitted -- *Jim Moran*

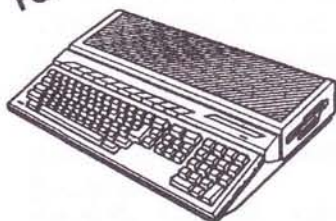
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Calendar - August 1993

Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
1	2	3 Main Meeting 8:00 PM San Leandro Public Library	4	5	6	7
8	9 ST SIG 8:00 PM San Leandro Public Library	10	11	12	13	14
15	16	17	18	19	20	21
22	23	24	25	26	27	28 Journal Deadline
29	30	31				

San Leandro Computer Club — Membership Application

Name: _____

Date: _____

Address: _____
 (Street) (City) (State) (ZIP)

Home Phone: _____
(Optional)

Membership No.

Fill in as much of the following as you wish.

Interests	<input type="checkbox"/> Business	<input type="checkbox"/> Word Processing	<input type="checkbox"/> Education
	<input type="checkbox"/> Hardware	<input type="checkbox"/> Home Finance	<input type="checkbox"/> Games
	<input type="checkbox"/> Music	<input type="checkbox"/> Graphics	<input type="checkbox"/>

What kind of computer do you own _____

To join the SLCC by mail, send \$20.00 to SLCC • PO Box 1506 • San Leandro, CA 94577-0374

Main Meeting Tuesday August 3, 8:00 P.M.*

Our Guest Speaker will be Doug McCasland from MARCEL

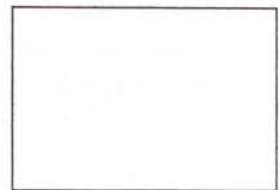
Software in Santa Rosa who will demonstrate the MARCEL Word Processor. He will have copies for sale at a special discount and has been coerced into providing a copy for our raffle.

Don't miss what should prove to be a very interesting meeting.

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